FINAL FANTASY® IV

The Complete Collection

EVERYONE 10+

E 10+

CONTENT RATED BY ESRB

SQUARE ENIX®

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

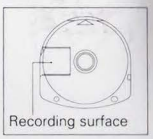
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.


Recording surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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*To learn how to save your game, turn to P. 3

GETTING STARTED

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the FINAL FANTASY IV The Complete Collection disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button on the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

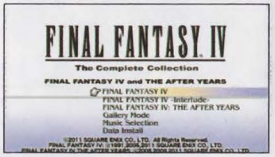
NOTICE: Do not eject a UMD while it is playing.

GETTING STARTED

This game is a compilation of both FINAL FANTASY IV and FINAL FANTASY IV: THE AFTER YEARS.

Title Screen

When you first load the game, the title screen will be displayed. Pressing any button will present you with six options to choose from.



FINAL FANTASY IV P. 28-35

Select this option to play the original FINAL FANTASY IV.
This game tells the story of the Dark Knight Cecil as he and his companions unravel the mystery surrounding the Crystals.

FINAL FANTASY IV -Interlude-

Selecting the -Interlude- will allow you to explore an additional story, which connects FINAL FANTASY IV and FINAL FANTASY IV: THE AFTER YEARS. The game mechanics are the same as those in FINAL FANTASY IV.

FINAL FANTASY IV: THE AFTER YEARS P. 4-27

Select this option to play FINAL FANTASY IV: THE AFTER YEARS. This game tells the story of the world after FINAL FANTASY IV. You can freely choose any character's tale and play through as few or as many of the tales as you'd like in the order you please.

Gallery Mode

Listen to the background music songs and view illustrations and movies from all of the FINAL FANTASY IV games. You can switch between BGM songs using the L1 button or the R1 button. You can also stop or start the music at any time by pressing the □ button. Keep checking back on the gallery because your progress in the games will unlock more files!

Music Selection

You can set the background music used in the game: either the original compositions used in FINAL FANTASY IV or the newly arranged versions of the original songs.

**You can also change the background music at any time within the game by choosing Music Selection from the Settings menu.*

**Even if you choose to use the original soundtrack while playing FINAL FANTASY IV: THE AFTER YEARS, a selection of songs will still play as arranged versions.*

Data Install

You can install part of the game data on your Memory Stick PRO Duo™ in order to decrease game loading time. In order to complete the Data Install, you will need at least 318 MB of free space on your Memory Stick PRO Duo™.

**When you wish to play the game using installed data, please turn on the Data Install option in the Settings menu (➡ P. 19).*

**Even when you are using installed data, you still need the UMD®!*

Saving Your Game

Save your game progress in the field or at designated save points (➡ P. 11) in towns and dungeons by selecting Save in the main menu (➡ P. 19). In order to save your progress, you will need a Memory Stick Duo™ or a Memory Stick PRO Duo™ with at least 2560 KB of free space. Your save data for FINAL FANTASY IV, FINAL FANTASY IV -Interlude-, and FINAL FANTASY IV: THE AFTER YEARS will be saved separately.

Game title	Maximum number of save files	Required free space for saving data
FINAL FANTASY IV	20 files	576 KB
FINAL FANTASY -Interlude-	5 files	288 KB
FINAL FANTASY IV: THE AFTER YEARS	40 files	1472 KB

**In addition, 224 KB of free space is required for the system data.*

FINAL FANTASY IV
THE AFTER YEARS

PROLOGUE

The memory of the past war is fading, growing as distant as the Lunarians and their moon.

Peace has returned to the Blue Planet and the people rebuild their lives, but a new threat is drawing near. Monsters maraud across the land. The Crystals silently shed their light. And in the sky, a new moon looms ominously...

Ceodore, the crown prince of Baron, defies his mother's wishes and joins the illustrious Red Wings to prove his prowess as a knight. But when the Red Wings are destroyed by an enemy ambush, Ceodore alone must set out to save all he loves with only the aid of a hooded stranger...

CHARACTERS

Ceodore -Prince-

Prince of the kingdom of Baron, he is the son of King Cecil and Queen Rosa, who once fought to save the world. The castle court has great expectations of him, but he has doubts about his own abilities.

Special Techniques

- ***White Magic:*** *Cast restorative white magic*
- ***Awaken:*** *Unleash Lunarian power for a temporary status boost*

Cecil -Paladin-

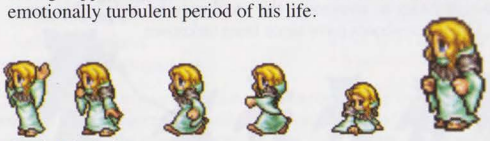
A paladin of Lunarian ancestry. Ascending to the throne of Baron has done nothing to change the love he has for his people, and both the military and his citizens trust him deeply.

Special Techniques

- ***Cover:*** *Take damage in place of an ally*
- ***White Magic:*** *Cast restorative white magic*

Rosa -White Mage-

The white mage who serves as Baron's queen and a steadfast, loving support for Cecil. She worries for Ceodore as he enters an emotionally turbulent period of his life.

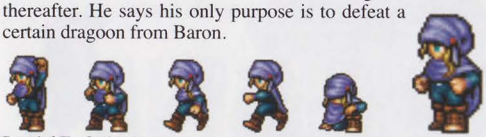


Special Techniques

- ***White Magic:*** *Cast restorative white magic*
- ***Blessing:*** *Bless all allies to restore their HP and MP*
- ***Aim:*** *Focus for a 100% hit rate for bow attacks*

Hooded Man -???-

A wandering swordsman of whom little is known. He saves Ceodore from a monster attack and travels together with the boy thereafter. He says his only purpose is to defeat a certain dragoon from Baron.

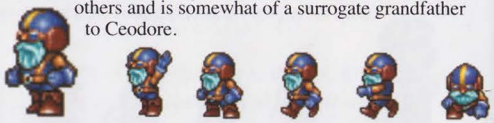


Special Techniques

- ***None***

Cid -Engineer-

The kingdom of Baron's airship engineer. Though his beard may now be white, he refuses to retire and continues to demonstrate his prowess on the job. He is well-acquainted with Cecil and the others and is somewhat of a surrogate grandfather to Ceodore.



Special Techniques

- ***Analyze:*** *Uncover the enemy's HP and weak points*
- ***Risk Strike:*** *A risky attack that causes massive damage if it hits*

Kain -Dragoon-

A former dragoon of Baron. He secluded himself atop Mount Ordeals in order to overcome the weakness he saw in his own heart. His whereabouts have since been unknown.

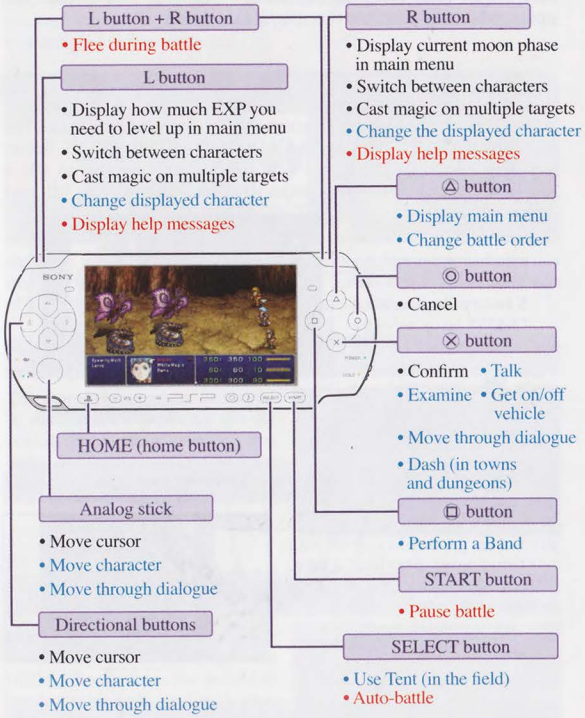
Special Techniques

- ***Jump:*** *Jump high into the sky and smash down upon the enemy for massive damage*

BASIC CONTROLS

The following pages will introduce the buttons on your PSP® (PlayStation® Portable) system and their functions in FINAL FANTASY IV: THE AFTER YEARS.

Blue functions can only be used in the field, while red functions can only be used during battle. Other functions can be used in a variety of situations, such as from the menu or when selecting commands.



**By visiting Settings ➡ Button Configuration in the main menu (➡ P. 19), you can change which buttons you would like to use as the confirm button, the menu button, and the dash button. The description in this manual covers the default settings.*

**Pressing L button + R button + START button + SELECT button simultaneously will perform a soft reset and return you to the title screen. (You will lose any unsaved data, so use this option with caution!)*

**The illustration above depicts a PSP-3000, but this game is also suitable for the PSP-1000 and the PSP-2000, despite some differences in the location and design of the buttons.*

TITLE MENU

When you select FINAL FANTASY IV: THE AFTER YEARS from the title screen, the FINAL FANTASY IV: THE AFTER YEARS title menu will be displayed.

New Game

Start a new game from the beginning of Ceodore's tale. Select this option when it is your first time playing the game.

Select Story

Play through the many different stories to weave together the complete tale of FINAL FANTASY IV: THE AFTER YEARS. Select the story you wish to play. At first you will only be able to select Ceodore's Tale, but the more stories you clear, the more you will find available to you.

Select Story
Ceodore's Tale NEW!
The Last of the Red Wings
Rydia's Tale NEW!
The Eidolons Shackled
Yang's Tale NEW!
The Master of Fabul
Palom's Tale NEW!
The Mage's Voyage
Ceodore, the crown prince of Baron, defies his mother's wishes and joins the illustrious Red Wings to prove his prowess as a knight. But when the Red

Stories

Stories marked "NEW" have recently been unlocked for you to play through. A ★ will be displayed beside stories which you have cleared once.

Story Intro

Load Game

If you have data saved from previous gameplay, you can continue your previous game. Select the game you wish to resume.

Bestiary

In the bestiary, you can view all of the monsters you have previously defeated. Select a category and decide in what order you wish the monsters to be displayed, then choose the monster you wish to view. Pressing the □ button will allow you to switch between which information you see.

COMPLETING YOUR TALE

Your time in the game will mainly be split between three different screens: the field screen, the main menu, and the battle screen. Learn a little more about each below.

In The Field P. 10-12

The majority of your tale will take place in the field as you visit various locations, wandering about on the field map or perhaps exploring a town or dungeon.

Field Map

Here you can explore the world freely, whether on foot or on one of the vehicles you may acquire.

Towns and Dungeons

Gather information and supplies in towns, and explore dungeons for treasure and adventure.

Main Menu P. 13-19

The main menu can be displayed in the field by pressing the △ button. From here, you can use items or magic, check up on your characters' stats, and more.

Battle P. 20-27

If you run into an enemy while in the field, you will be drawn into battle. Choose from the available battle commands to direct your characters and defeat any enemy!

IN THE FIELD

The majority of your tale will take place in the field as you visit various locations, wandering about on the field map or perhaps exploring a town or dungeon.

The Field Screen

Use either the directional buttons or the analog stick to move on the field screen. If you hold down the ⊗ button while you move in towns and dungeons, you can dash about more quickly.

Also, when you have two or more people in your party, you can change which character is displayed onscreen by using either the L button or the R button.

Phases of the moon

The moon's phase will change after every thirty minutes of play time, or after you stay overnight in an inn or use a Tent or Cottage. There are four distinct moon phases and each will have different effects on the commands that you can use during battle (➡ P. 22).

About vehicles

As you progress through your tale, you will find a couple of different ways to move around in the field. Below are just two examples of these vehicles. Press the ⊗ button when you draw near to an airship to get on board. Press the ⊗ button to get off again.

Airships

Airships allow you to fly freely through the air. You can take off and land in grassy fields.

Chocobos

You can also catch a chocobo in one of the many Chocobo Forests and hitch a ride! You'll be able to traverse land and rivers twice as fast as you can on foot.
**Be careful! Your chocobo will leave you and find its own way home as soon as you get off.*

Talk/Examine

Approach a person and press the ⊗ button to strike up a conversation. You can also use the ⊗ button to investigate curious locations or check out treasure chests.

Save Points

You will find save points, like the one pictured to the right, in towns and dungeons.
Stand on top of the save point and select Save from the main menu (➡ P.19) to save your current progress or use items like Tents and Cottages to rest your party.

**You may find that save points take on a different appearance in different locations.*

INN Inns

You can stay at an inn to restore your HP and MP, but be prepared to pay for it in gil! Resting at an inn will also heal all status effects (➡ P.27).

Weaponsmiths Armorers Sundries

There are three main types of shops and they each deal in different merchandise. When you feel like a spot of shopping, strike up a conversation with the shopkeeper and select Buy or Sell.

Buying Items

Select the item you wish to buy (or sell) from the shopkeeper's list. Then use the directional buttons or the analog stick to specify the number of items you'd like to buy or sell. Pressing up or down will change the number in multiples of ten, while pressing right or left will increase or decrease the number in more leisurely single digits.

**The illustration here shows an example of buying armor at an Armorer's shop.*

Item list

Here you can see a list of all available items and their prices.

Changes to your stats

When selecting items, characters who can equip those items will move and react. When the new equipment would improve their stats, you will see ▲, but when it would lower their stats, you will see ▼. Finally, if the equipment would not affect their stats at all, you will see = displayed.

Your current funds

Number carried/equipped

Items that are currently equipped will not be included in the total number that you are carrying.

Item description

MAIN MENU

Pressing the △ button while in the field will open the main menu. From this menu, you can prepare for your adventures in any number of ways, such as using items or checking the status of your characters.

Main Menu Screen

From the main menu screen, you can choose from ten submenus. You can also see the status of your characters and the details of your game.

Submenus (➡ P. 14-19)

Current location

Total play time

Character information

Current funds

Character Information

Here you can change the order of your party members and check up on their abilities. Pressing the L button will also allow you to see how much EXP your characters need to get to the next level, instead of their current HP and MP.

Character artwork

Characters in the front row will be displayed to the left, while characters in the back row will be displayed to the right (➡P. 18).

Name and job title

Current HP/Max HP

Status icons

When you have been afflicted with a status effect (➡P.27), its icon will be displayed here.

Level (Lv)

Current MP/Max MP

Moon Phase

Pressing the R button will display the current moon phase and its effects, instead of your current location and total play time.

The moon phases and their effects

Battle commands that will be aided by the current moon phase will show ▲, while those that are impaired will show ▼. Attack White Magic Black Magic Other Abilities (excluding white and black magic)

Items

From here you can view a list of all the items you are currently carrying, as well as choose to use or discard any of them. Pressing the ○ button will also move your cursor from the item list to the item menu. (Otherwise the default position for your cursor will be on the Use command.)

Item menu

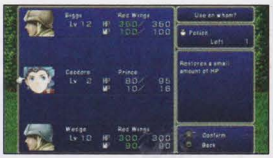
Item list

These are the items you are carrying. Items which can be used from the menu will appear in white.

Item description

Using Items

Select an item which is displayed in white and press the ✕ button twice to use the item. Depending on the item, you may need to choose who you will use it on. You can also select two different items in succession to switch their places in the list.



Organizing Items

Selecting Organize from the item menu will re-organize your items in the following order: Items usable from the menu ➡ Items not usable from the menu ➡ Weapons ➡ Armor.

Discarding Items

Selecting Discard from the item menu will allow you to discard unwanted items. Select the item you want to be rid of and press the ✕ button twice.

Magic

You can check which spells your characters have learned and also use some spells from the menu. Your characters will learn new spells both by leveling up and by progressing through the story.

Magic type

The types of magic that can be learned will depend on the inherent skills of each character.

Character information

Switch between characters by using either the L button or the R button.

MP use

This is how much MP would be expended if you used the spell you have selected. The required MP will differ for each spell.

Magic list

This is a list of the spells your character has learned. Spells which can be used from the menu will appear in white.

Spell description

Using Magic

Select the type of magic you'd like to use, then pick one of the spells which is displayed in white. Pressing the ✕ button twice will cast the spell. Depending on the spell, you may also need to choose who you will cast it on. If you wish to use a spell on all of your allies, press right or left with the directional buttons or on the analog stick, or press either the L button or the R button. You can also select two different spells in succession to switch their places in the list.

Band

From here you can read the descriptions of your Band moves (➡ P. 25) and see the Band members required for each move. You can also select two different Band moves in succession to switch their places in the list.

Character information

Press either the L button or the R button to switch between characters.

Band list

This is a list of the Bands your character has learned.

MP use

This is how much MP would be expended if you used the Band you have selected. (The expended MP applies to all of the members of the Band.)

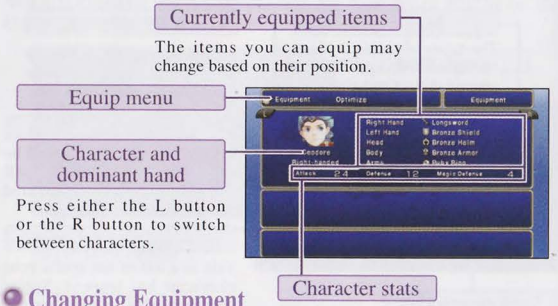
Band description

Band members

These are the characters who take part in the Band you selected.

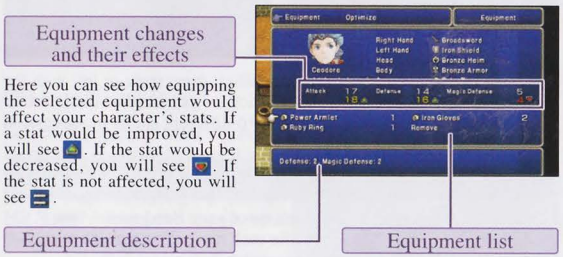
Equip

From here you can equip different weapons and armor, as well as check what items your characters currently have equipped. First select a character, then select Equip.


Currently equipped items
The items you can equip may change based on their position.
Equip menu
Character and dominant hand
Press either the L button or the R button to switch between characters.
Character stats

Changing Equipment

Using Equip, you can change which weapons and armor your characters have equipped. Select the equipment slot you would like to change, then choose the weapon or armor you would like to equip from the list. To remove a particular weapon or piece of armor from a character, select Remove.


Equipment changes and their effects
Here you can see how equipping the selected equipment would affect your character's stats. If a stat would be improved, you will see ▲. If the stat would be decreased, you will see ▼. If the stat is not affected, you will see ▬.
Equipment description
Equipment list

Optimizing Equipment

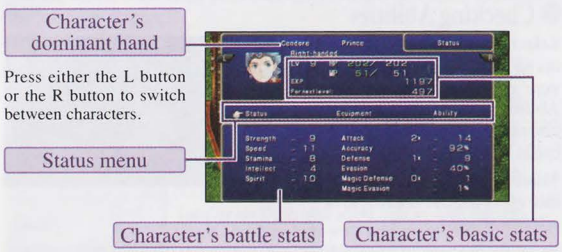
Selecting Optimize from the Equip menu will find the weapons and armor which will best improve your character's stats and automatically equip them.

Dominant hands

Most characters will favor either their right or left hand, and they will usually only be able to use a weapon with their dominant hand.

Status

From here you can check your characters' stats, equipment, and abilities. First select a character, then select Status.


Character's dominant hand
Press either the L button or the R button to switch between characters.
Status menu
Character's battle stats
Character's basic stats

◆ Understanding basic stats

Lv:	This is your character's current level. As characters gain more experience, their stats will improve
HP:	Current HP/max HP. HP decreases when a character takes damage from attacks
MP:	Current MP/max MP. MP decreases when a character uses magic or some abilities
EXP:	This is the total EXP your character has gained so far
For next level:	This is how much more EXP your character needs to level up

◆ Understanding battle stats

Strength:	Affects the effectiveness of physical attacks
Speed:	Affects how quickly characters take action in battle
Stamina:	Affects defense and the damage taken from status effects
Intellect:	Affects the effectiveness of black magic and summoning
Spirit:	Affects the effectiveness of white magic
Attack:	Affects both the number of physical attacks that will land and the power of each hit
Accuracy:	Affects the likelihood an attack will land
Defense:	Affects both the rate of defense (the higher the number, the fewer hits taken from physical attacks) and how much damage each hit will cause
Evasion:	Affects the likelihood of evading an attack
Magic Defense:	Affects both the rate of magic defense (the higher the number, the fewer hits taken from magic attacks) and how much damage each hit will cause
Magic Evasion:	Affects the likelihood of evading a magic attack

Checking Equipment

Selecting Equip from the status menu will allow you to check the equipment your character currently has equipped.

Checking Abilities

Selecting Ability from the status menu will allow you to check your character's current abilities. Abilities can be used in battle by choosing them from the list of battle commands (➡ P. 23).

**Some abilities may automatically take effect without needing to be selected or used.*

Order

From here you can change the order of your characters. First select the character whose position you want to change, then select the character you would like to switch them with or the position you would like to move them to.

Row

Switch characters between the front and back rows.

Front row versus back row

Characters in the front row take more damage during battle. On the other hand, characters in the back row will take less damage but their physical attack power and accuracy will both drop (though some weapon types will not be affected by this).

Settings

From here you can change the system settings. Choose a setting and decide how you would like to experience your personal game. When you are finished deciding your settings, press the ○ button to return to the previous screen.

Battle Mode:	Decide how you would like time to flow during battle. Set Battle Mode to Wait to halt time while you are choosing an action to take during battle, or set it to Active to allow time to keep flowing
Battle Speed:	Decide how quickly time will flow during battle (6 speeds)
Battle Messages:	Decide how quickly messages will be displayed during battle (6 speeds)
Dash:	Turning on Dash will allow you to dash through towns and dungeons without pressing the ✕ button
Cursor:	Choose Keep to keep the cursor on the last item you selected when viewing item or magic lists in the main menu, or choose to have the cursor return to its default position with Default
Character Art:	Turning on Character Art will cause your characters' portraits to be displayed along with the ATB gauge during battle and in conversation windows
Music Selection:	Set the background music to either the original or arranged version of the score (➡ P. 3)
ATB Gauge:	Decide whether you would like the ATB gauge displayed during battle or not
Data Install:	Turning on Data Install will allow you to use the data you installed using the Data Install feature (➡ P. 3)
Window Design:	Change the window design. Adjust the RGB balance and transparency or set a different pattern or wallpaper to personalize your in-game experience
Button Configuration:	Choose which buttons you'd like to use as the confirm button, the menu button, and the dash button
Language:	Choose the language you would like used in the game

Bestiary

In the bestiary, you can view all of the monsters you have previously defeated.

Save

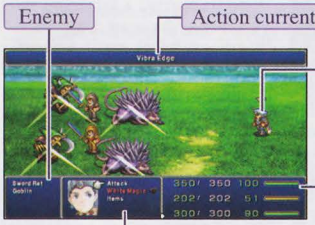
From here you can save your progress on a Memory Stick Duo™ or a Memory Stick PRO Duo™ (➡ P. 3). Select which slot you would like to save your data to.

BATTLE

If you run into an enemy while in the field, you will be drawn into battle. Choose from the available battle commands to direct your characters and defeat any enemy!

The Battle Screen

Your enemies will be displayed on the left of the battle screen, while your characters appear on the right.



Characters in the front row will be displayed to the left, while characters in the back row will be displayed to the right.

From the left, this box displays each character's current HP/max HP, current MP, and ATB gauge.

Battle commands that will be aided by the current moon phase will show in green, while those that are impaired will show in red.

How to Fight

Your characters' ATB gauges will fill during battle, allowing you to select an action for each in the order their turns come due. Select one of the available battle commands to decide what action each character should take. Time doesn't automatically stop while you are selecting a command, so don't dally while the enemy attacks!

**If you want time to halt while you decide on an action to take, set the Battle Mode to Wait in the Settings menu (➡ P. 19).*

The ATB Gauge

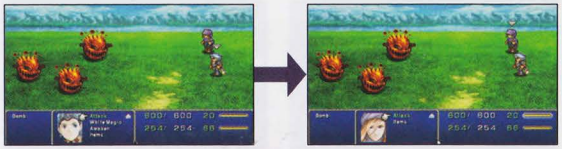
The ATB gauge is used in battle to show how long each character has to wait before their next turn. A blue gauge is still filling and shows that a character's turn hasn't come up yet. When the ATB gauge turns yellow, you are ready to go. Once you have decided on a battle command, the ATB gauge will turn green, showing how long it will take for that action to be performed.

**The ATB gauge may also turn other colors, as a result of different magic or status effects.*

When the blue gauge become full...
You can input a battle command!
When the green gauge becomes full...
Your character will leap into action!

Taking Turns

You may sometimes find that other characters' ATB gauges fill up while you are selecting battle commands. Pressing the △ button will allow you to delay a character's turn and change the order in which characters act.



When monsters attack...

When you are drawn into battle, you may find yourself in one of the following special circumstances.

Preemptive strike:	Start battle with full ATB gauges for all of your party members
Ambushed:	Start battle being ambushed by enemy attacks
Back attack:	Start battle being ambushed by enemy attacks. Your characters' positions in the front and back rows will be reversed, and your characters will appear on the left with the enemies on the right.

The Moon Phases and their Effects

You will find that the effectiveness of different battle commands changes based on the current moon phase. Be sure to consider the current moon phase as you fight!

Full Moon:	Physical attacks become less effective, while black magic becomes more effective
Waning Moon:	Physical attacks become more effective, while some abilities become less effective (excluding white and black magic)
New Moon:	White magic becomes less effective, while some abilities become more effective (excluding white and black magic)
Waxing Moon:	White magic becomes more effective, while black magic becomes less effective

When the moon is full...

Even if you choose Attack, you won't be able to do as much damage to your foes as usual.

When the moon is waning...

Choosing Attack will result in even greater damage than it normally does!

Auto-battle

Pressing the SELECT button during battle will turn on auto-battle and speed the battle up by causing your characters to act automatically. If you have set the cursor position to Default in the Settings menu (➡P. 19), then your characters will automatically use the default command Attack. If you have set the cursor position to Keep, then your characters will automatically repeat the last command set to them until the battle is over. If they run out of MP, items, or are otherwise not able to carry out the command, they will default to physical attacks. To turn off auto-battle, just press the SELECT button once again.

When auto-battle is turned on, you will see this icon on the screen.

Battle Commands

There are several basic battle commands which all characters can use, in addition to the individual abilities that each character has.

** Press the L button or the R button when selecting battle commands to display help messages explaining what each command does. When you want to remove the help messages, just press the L button or R button once again.*

Attack

Physically attack enemies using the weapons you have equipped. You will need to select a target for your attack.

Abilities

Each character has their own particular abilities they can use, like White Magic or Black Magic. Depending on the ability, you may also need to choose a specific spell or ability and a target.

Using magic on multiple targets

Some spells can be used on all of your enemies or allies. When choosing multiple targets, move the analog stick (or use the corresponding directional button) to select all of your enemies or party members.

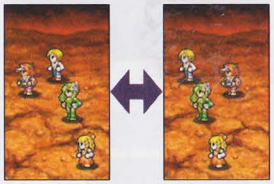
Items

From here you can choose to use one of the items in your inventory. Choose an item from the item list and then select the target on which you want to use it. From the item list, you can also continue to move the analog stick (or directional button) up to see which items your character has equipped in each hand. If you'd like to change your equipment, first select the item you currently have equipped and then select the item you would like to replace it with.

Defend

You will see this command displayed if you press the right directional button or if you move the analog stick to the right while you are selecting a battle command. If you select this command, your character will assume a defensive stance to reduce any damage they take from physical attacks until their next turn.

Swap Rows



You will see this command displayed if you press the right directional button or if you move the analog stick to the right while you are selecting a battle command. If you select this command, you will be able to instantly switch all of your characters' positions in the front or back row (➡ P. 18).

Run away!

Holding down both the L button and the R button will allow you to flee from battle. Your life doesn't come without a price, though, and you will lose some gil each time you flee. You will also find that there are some battles in life that you cannot escape from, so always be prepared.

**You can also escape from battles using the white magic spell Teleport or the ninjutsu ability Smoke.*

Band Moves

Band moves are special techniques that can be used by multiple characters pooling together their strengths and acting as one. You will learn some new Band moves through events in the game, but you can also find many more by trying to discover them yourself during battle.

Search for Bands

1. Press the right directional button or move the analog stick to the right while you are selecting a battle command to select the Band command.

2. Next, select Search for Bands, and select another character to participate, as well as the actions that should be taken to trigger the Band.

3. When you have selected all of the characters who will take part in the band and their battle commands, try pressing the ⊗ button.

4. If you have selected a correct combination of characters and battle commands, a new Band move will be carried out and your characters will learn it for future use. If your selected characters or moves were not correct, the Band will fail.

Performing Band Moves

Any Band moves that your characters have previously learned can be performed simply by choosing the Band command and then the name of the Band move you want to use. Remember that using Band moves will take MP from all of the characters participating in the Band.

The Battle's End

When you defeat all of your enemies, the battle will end and your characters will be awarded gil and EXP. When your characters have acquired a certain amount of EXP, they will automatically level up and their stats will improve. Don't forget to press the ⊗ button to move through the messages that will be displayed in the information window.

Information window

Check here to see how much gil and EXP you have received.

Receiving Items

When a battle ends, you may sometimes find yourself on the receiving end of one or more items. If you would like to keep all of the items displayed, select "Take all." If you wish to keep certain items, select them individually from the list. Once you are done choosing items, select End.

Game over

If all of your party members are KO'd or petrified, it will be game over for you. You will have to return to the title screen and start again from your previously saved data.

**There may also be certain other circumstances which would result in a game over.*

Status effects

When you take certain attacks from enemies, you may be afflicted by status affects such as those listed below. You had best cure them sooner than later using items or magic. Also be aware that some status effects automatically resolve after the battle's end and some do not.

◆ **Status effects that will naturally end after battle**

Sleep:	Puts characters to sleep so that they cannot take any further actions **Cure with** white magic (Esuna) or items (Alarm Clock)
Paralyze:	Makes characters unable to move or take any further actions **Cure with** white magic (Esuna) or items (Unicorn Horn)
Confuse:	Characters cannot be given commands and will attack allies and foes without discrimination **Cure with** white magic (Esuna) or physically attack those afflicted to knock some sense back into them
Curse:	Halves characters' strength and defenses **Cure with** white magic (Esuna) or items (Cross)
Gradual Petrify:	Characters will be completely turned to stone after a certain amount of time **Cure with** white magic (Esuna) or item (Gold Needle)

◆ **Status effects that do not naturally end after battle**

Poison:	Characters slowly and continually lose HP both in battle and in the field until cured **Cure with** white magic (Esuna) or items (Antidote)
Blind:	Interferes with characters' eyesight and makes it unlikely their physical attacks will land **Cure with** white magic (Esuna) or items (Eye Drops)
Silence:	Characters become unable to use magic **Cure with** white magic (Esuna) or items (Echo Herbs)
Pig:	Characters become unable to use any spells other than Pig **Cure with** black magic (Pig), white magic (Esuna), or items (Diet Ration)
Toad:	Characters become unable to use any spells other than Toad **Cure with** black magic (Toad), white magic (Esuna), or items (Maiden's Kiss)
Mini:	Lowers characters' strength and defense **Cure with** white magic (Mini or Esuna) or items (Mallet)
Petrify:	Characters are turned to stone and become unable to take any actions **Cure with** white magic (Esuna) or items (Gold Needle)
Death:	Characters' HP is reduced to 0 and they cannot take any further actions **Cure with** white magic (Raise or Arise) or items (Phoenix Down)

◆ **A few more status effects to watch out for...**

Status effects that disappear with time: Stop, Sap
Status effects that do not disappear with time: Slow, Berserk, Doom

FINAL FANTASY IV

PROLOGUE

One born of a dragon,

bearing darkness and light,

shall rise to the heavens

over the still land.

The moon's light eternal

brings a promise to the planet

with bounty and grace.

CHARACTERS

Cecil *-Dark Knight-*

Cecil serves his nation as the captain of Baron's royal airship fleet, the Red Wings. By order of the king, he mastered the dark sword and the powers of darkness. Yet his heart remains pure and his sense of justice is untarnished...

Special Techniques

- ***Darkness:*** *Sacrifice some of your own HP to damage all enemies*

Kain *-Dragoon-*

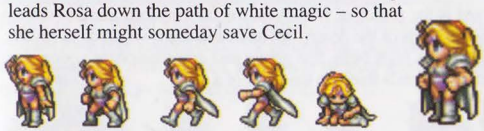
He is Cecil's greatest rival and dearest friend. As the commander of the dragoon unit, Kain possesses great strength and is the pride of all Baron.

Special Techniques

- ***Jump:*** *Jump high into the sky and smash down upon the enemy for massive damage*

Rosa *-White Mage-*

Rosa is the most famous beauty in Baron, yet her eyes never stray from Cecil's dark figure. Her mother was also a white mage who once fought alongside and saved the king of Baron. The determination to follow in her mother's footsteps leads Rosa down the path of white magic – so that she herself might someday save Cecil.

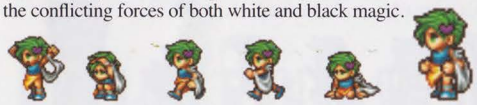


Special Techniques

- ***White Magic:*** *Cast restorative white magic*
- ***Pray:*** *Pray to restore HP for all allies*
- ***Aim:*** *Focus for a 100% hit rate for bow attacks*

Rydia -Summoner-

A young girl from the village of Mist, home to all summoners. The blood she has inherited from her summoner mother gives her the innate ability to summon powerful Eidolons, but she also wields the conflicting forces of both white and black magic.



Special Techniques

- ***White Magic:*** *Cast restorative white magic (during childhood)*
- ***Black Magic:*** *Cast destructive black magic*
- ***Summon:*** *Summon forth an Eidolon*

Tellah -Sage-

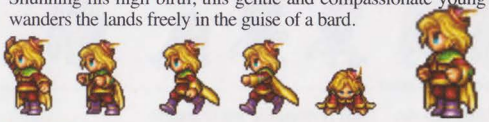
A mage amongst mages, Tellah is renowned throughout the world as a true sage. He once wielded the greatest magic in the world with ease, but age has stolen more from him than he would care to admit...

Special Techniques

- ***White Magic:*** *Cast restorative white magic*
- ***Black Magic:*** *Cast destructive black magic*
- ***Recall:*** *Randomly cast a forgotten spell*

Edward -Bard-

Edward is the prince of Damcyan, the far kingdom that lies among the harsh sands of the desert, but he detests his own status as royalty. Shunning his high birth, this gentle and compassionate young man wanders the lands freely in the guise of a bard.



Special Techniques

- ***Bardsong:*** *Ply your allies or enemies with song to cause various status effects*
- ***Salve:*** *Use a healing item on all allies at the same time*
- ***Hide:*** *Run from battle and take no further attacks*

Palom and Porom -Black Mage/White Mage-

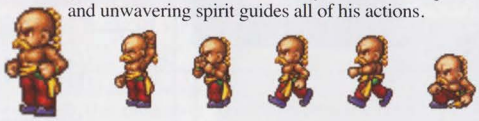
These twins are mages-in-training from the land which fosters all magical pursuits: Mysidia. Palom focuses on attacking enemies with powerful black magic, while his sister Porom dedicates herself to the arts of white magic.

Special Techniques

Palom	***Black Magic:***	*Cast destructive black magic*
	Bluff:	*Raise your intellect to cast stronger magic*
Porom	***White Magic:***	*Cast restorative white magic*
	Cry:	*Confuse enemies by pretending to cry*
	Twincast:	*Cast a powerful spell by combining powers*

Yang -Monk-

High monk of the monastic stronghold of Fabul. The rigorous physical training of his order has honed his body, and his own quiet and unwavering spirit guides all of his actions.

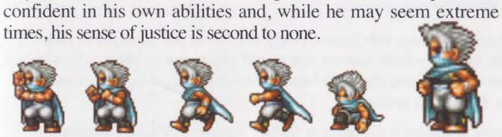


Special Techniques

- ***Focus:*** *Build power before striking for massive damage*
- ***Kick:*** *Attack all enemies with a flying kick*
- ***Brace:*** *Increase defenses to lessen the damage taken from enemy attacks*

Edge -Ninja-

Prince of the island kingdom of Eblan, where ancient secrets of ninjutsu have been handed down for generations. He is unquestionably confident in his own abilities and, while he may seem extreme at times, his sense of justice is second to none.



Special Techniques

- ***Ninjutsu:*** *Perform various ninja arts*
- ***Throw:*** *Throw a weapon to damage an enemy*
- ***Steal:*** *Steal items from an enemy*

BASIC CONTROLS

The following pages will introduce the names of the buttons on your PSP® (PlayStation® Portable) system and their functions in FINAL FANTASY IV.

Blue functions can only be used in the field, while red functions can only be used during battle. Other functions can be used in a variety of situations, such as from the menu or when selecting commands.

L button/R button
- Flee during battle

L button
- Display how much EXP you need to level up in main menu
- Switch between characters
- Cast magic on multiple targets
- Change displayed character
- Display help messages

R button
- Display how much EXP you need to level up in main menu
- Switch between characters
- Cast magic on multiple targets
- Change displayed character
- Display help messages

△ button
- Display main menu
- Change battle order (when Battle Order is turned on)

○ button
- Cancel

✕ button
- Confirm
- Talk
- Examine
- Get on/off vehicle
- Move through dialogue
- Dash (in towns and dungeons)

HOME (home button)

Analog stick
- Move cursor
- Move character
- Move through dialogue

□ button

START button
- Pause battle

Directional buttons
- Move cursor
- Move character
- Move through dialogue

SELECT button
- Use a Tent (in the field)
- Auto-battle

**By visiting Settings ➡ Button configuration in the main menu (➡ P.19), you can change which buttons you would like to use as the confirm button, the menu button, and the dash button. The description in this manual covers the default settings.*

**Pressing L button + R button + START button + SELECT button simultaneously will perform a soft reset and return you to the title screen. (You will lose any unsaved data, so use this option with caution!)*

**The illustration above depicts a PSP-3000, but this game is also suitable for the PSP-1000 and the PSP-2000, despite some differences in the location and design of the buttons.*

TITLE MENU

When you select FINAL FANTASY IV from the title screen, the FINAL FANTASY IV title menu will be displayed.

New Game

Start a new game from the beginning. Select this option when it is your first time playing the game.

Load Game

If you have data saved from previous gameplay, you can continue your previous game. Select the game you wish to resume.

Bestiary

In the bestiary, you can view all of the monsters you have previously defeated. Select a category and decide in what order you wish the monsters to be displayed, then choose the monster you wish to view. Pressing the □ button will allow you to choose which monster information you see.

PLAYING THE GAME

Gameplay is mostly the same as in FINAL FANTASY IV: THE AFTER YEARS, but there are a few differences you should be aware of before you start.

The Field Screen

The majority of your tale will take place in the field as you visit various locations, wandering about on the field map or perhaps exploring a town or dungeon. Please note that there are no moon phases in FINAL FANTASY IV.

Field Map

Towns and Dungeons

Features unique to FINAL FANTASY IV

Changing Names

If you happen to find a character called Namingway and strike up a conversation with him, you will be able to change your characters' names.

Choose the character whose name you want to change and then select the appropriate letters to input the name you want. When you are finished making your selections, press the START button.

◆ **How to navigate the name change screen**

⊗ **button**	Input letters	**Directional buttons/ analog stick:**	Move cursor
○ **button**	Delete letters	**L button/R button**	Switch between inputs (ABC/abc)
△ **button**	Return to default name	**START button**	Finish editing

Depositing Items

When you find a spot in a Chocobo Forest that smells like chocobo, use a certain item to call forth Fat Chocobo. This lord of chocobos is able to hold onto the items in your inventory for you. Talk to him and choose to either Deposit or Withdraw your items.

Main Menu P.13 ~ 19

Pressing the △ button while in the field will open the main menu. From this menu, you can prepare for your adventures in any number of ways, such as using items or checking the status of your characters. In FINAL FANTASY IV, you will not find the Band menu or the moon phase and its effects displayed in the main menu.

Battle P.20 ~ 27

If you run into an enemy while in the field, you will be drawn into battle. Choose from the available battle commands to direct your characters and defeat any enemy!

◆ **Battles in FINAL FANTASY IV**

- Remember that there are no moon phases in FINAL FANTASY IV, so you needn't worry about their effects on your battle commands.
- There are also no Band moves in FINAL FANTASY IV.
- Characters placed in the back row will only experience a decrease in accuracy (not a decrease in attack power).
- Bows and arrows can be equipped in either hand, but if you equip arrows in a character's dominant hand, it will increase their attack power.
- If you turn on the Battle Order option in the Settings menu, you will be able to change the battle order during battle and pass over characters' turns by pressing the △ button.

MAGIC AND ABILITIES

Here is a selection of just some of the magic spells and abilities you will come across in the game. There are different types of magic and the types each character will be able to use will depend on their inherent skills.

White Magic

Name	Required MP	Effect
Cure:	3	Restores a small amount of HP. Also inflicts damage on undead monsters
Cura:	9	Restores more HP than Cure. Also inflicts damage on undead monsters
Curaga:	18	Restores more HP than Cura. Also inflicts damage on undead monsters
Curaja:	40	Restores more HP than Curaga. Also inflicts damage on undead monsters
Esuna:	20	Removes all status effects except KO
Raise:	8	Removes KO status
Arise:	52	Removes KO status and restores full HP
Blink:	8	Create a copy of yourself to protect you from physical attacks
Protect:	9	Increases your defense against physical attacks
Shell:	10	Increases your defense against magic attacks
Float:	8	Causes targets to levitate and escape any earth damage
Hold:	5	Seals targets in a frozen moment of time
Silence:	6	Silences targets
Confuse:	10	Confuses targets
Slow:	14	Slows targets' movements
Dispel:	12	Dispels most (but not all) magic that may be affecting the target
Libra:	1	Reveals targets' current HP, max HP, and weak points
Haste:	25	Hastens targets' movements
Berserk:	18	Causes targets to go berserk. Berserkers will not listen to commands, but their attack power will be increased as they attack mindlessly until the battle ends
Teleport:	10	Warps the party out of a dungeon or a battle
Mini:	6	Miniaturizes targets or restores them to their previous state
Sight:	2	Allows you to see the world map during your travels
Holy:	46	Attack with holy power for great damage

Black Magic

Name	Required MP	Effect
Fire:	5	Damages targets with fire magic
Fira:	15	Creates a whirlpool of flame and damages targets more than Fire
Firaga:	30	The strongest fire spell. Burns targets to a crisp for massive damage
Blizzard:	5	Damages targets with ice magic
Blizzara:	15	Creates a hail of ice crystals and damages targets more than Blizzard
Blizzaga:	30	The strongest ice spell. Stabs targets with gigantic icicles for massive damage
Thunder:	5	Damages targets with lighting magic
Thundara:	15	Creates a powerful shock and damages targets more than Thunder
Thundaga:	30	The strongest lightning magic. Attracts a powerful column of lightning for massive damage
Tornado:	25	Creates a large tornado to deal targets nearly fatal damage
Quake:	30	Calls forth an earthquake for massive damage
Meteor:	99	Affecting gravity itself, calls down a meteorite for massive damage
Poison:	2	Poisons targets
Bio:	20	Makes the bacteria in targets' bodies multiply, causing immediate damage and continuing to sap their HP
Break:	15	Turns targets into solid stone
Death:	35	Immediately KO's targets, regardless of their HP
Warp:	4	Warps the party back to the previous floor in a dungeon
Toad:	7	Transforms targets into toads or restores them to their previous states
Pig:	1	Transforms targets into pigs or restores them to their previous states
Flare:	50	Creates a huge explosion for massive damage
Sleep:	12	Puts targets to sleep
Stop:	15	Stops time for targets and temporarily prevents them from taking action
Drain:	18	Absorbs HP from targets and bestows it upon the caster
Osmose:	0	Absorbs MP from targets and bestows it upon the caster

Summon Magic

The required MP for summoning sometimes differs between FINAL FANTASY IV and FINAL FANTASY IV: THE AFTER YEARS. In the following list, the left column (AY) shows the MP requirement in THE AFTER YEARS and the right column (FFIV) shows the MP requirement in FINAL FANTASY IV.

Name	Required MP (AY)	Required MP (FFIV)	Effect
Chocobo:	7	7	Summons Chocobo. It will damage one enemy with its Chocobo Kick
Dragon:	35	20	Summons Mist Dragon. Its Radiant Breath attack damages all enemies
Shiva:	30	30	Summons Shiva, queen of ice. Her Diamond Dust damages all enemies
Ramuh:	30	30	Summons Ramuh, lightning master. He electrifies all enemies with his Judgment Bolt
Ifrit:	30	30	Summons Ifrit, demon of flame. All enemies are scorched by his Hellfire
Titan:	40	40	Summons Titan, giant of the earth. He triggers a great Earthquake to damage all enemies
Asura:	40	50	Summons Queen Asura of the Feymarch. Her royal presence will cast Protect, Curaga, or Raise on your whole party
Leviathan:	50	50	Summons Leviathan, King of the Eidolons and lord of the oceans. His Tsunami will drown all enemies in a great wave of damage
Sylph:	25	25	Summons the Slyphs, gentle wind spirits. Their deceptive Whispering Wind will absorb HP from one enemy and redistribute it to your allies
Odin:	45	45	Summons Odin, master of the famed Zantetsuken. He can defeat swaths of enemies with a single blow
Bahamut:	60	60	Summons Bahamut, Hallowed Father of the Eidolons. His Megaflare attack blasts all enemies for massive damage

Ninjutsu

The required MP for these ninja arts sometimes differs between FINAL FANTASY IV and FINAL FANTASY IV: THE AFTER YEARS. In the following list, the left column (AY) shows the MP requirement in THE AFTER YEARS and the right column (FFIV) shows the MP requirement in FINAL FANTASY IV.

Name	Required MP (AY)	Required MP (FFIV)	Effect
Mirage:	6	6	Creates a copy of yourself to protect you from physical attacks
Blitz:	20	25	Calls forth a bolt of lightning to damage all enemies
Flame:	7	15	Creates a cage of fire to damage all enemies
Flood:	7	20	Releases a tsunami to damage all enemies
Shadowbind:	5	5	Attacks an enemy's shadow to temporarily put a stop to the enemy's moves
Smoke:	10	10	Creates a veil of smoke to help you flee from battle

Band Moves

Band Moves can only be used in FINAL FANTASY IV: THE AFTER YEARS.

Name	Required MP	Members	Effect
Holy Blade:	15	Cecil/Rosa	Slices a single enemy with a sword wreathed in holy power
Machine Break:	7	Cecil/Cid	Causes massive damage to machine-type enemies
X Chaser:	12	Rosa/Cid	A powerful, calculated strike against a single enemy
Divine Heal:	28	Ceodore/ Rosa	Restores party members' HP with the blessings of the moon
Rocket Launcher:	12	Ceodore/ Cid	Enchants weapons with fire to attack the enemy

SQUARE ENIX MEMBERS

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Memory Size 2560 KB 2560 Ko

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